

HEMCO

SEIKA

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MAD
MAGAZINE

**INSTRUCTION
MANUAL**

HEMCO

SEIKA

West Gem Box
WEST GEM SOFTWARE, INC.



SPY VS SPY



THIS GAME IS
LICENSED BY BANDAI
FOR PLAY IN THE

Bandai

ENTERTAINMENT
INDUSTRY



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INSTRUCTIONS

We want to thank you for buying the "BPT" or
"BPT GAME," produced by BANDAI. Before you
play the game, please read the instructions
carefully. Also please keep them where you can
refer to them.

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

- 1 The Nintendo Entertainment System is a very fine instrument. Keep it
away from very high temperatures and mechanical shock, at all times.
Never disassemble it for any reason.
- 2 Never touch the terminals with your bare hands or get them wet.
It could cause damage.
- 3 Do not clean the unit with solvents of any kind, such as thinner, benzene,
alcohol, etc.
- 4 If you play the game for a long period of time, please take a short rest of
10 to 15 minutes, about every 2 hours, for your health.

LEARN'S GUIDE TO
MAD
MADDOCK & BENTON

SPY VS SPY

FOR THE **Nintendo Game Boy Advance** SYSTEM

Mission Objective

The mission is to destroy the enemies. They cannot be killed or hurt. Instead they have to be put into the hole. To get away the enemies, because the only end and level goal. There are all in the following: **Peasant, King of Money, King and some Figure.**



Game Options:

After the **SPY vs SPY** title screen appears, you can either watch the self-playing demonstration game or press the **Game Control** button. If you do not want to watch the demo, press the **START** **BUTTON** on the **PLAYER 1** Controller to see the options screen. From the Game Option screen, you can select:

- **LANGUAGE** (This is a complete version of the game in the **Language** mode. It may result only to correct the language and a longer text. (i.e. English or any other.)
- **VS CPU** (This option provides a user to play against the computer controlled one)
- **VS PLAYER** (This is the two player option in which users play against each other. The WHITE **SPY** uses **CONTROLLER 1**. BLACK **SPY** uses **CONTROLLER 2**.)
- **LEVEL** Among **PLAYER 1's** controller, any of the 8 game levels can be selected. The levels progress in order of difficulty. The higher the level, the greater the number of levels in the difficulty. Also, as the level progresses, a neutral flow is added to the walking and movement parts of the first level and may be reached by breaking on the second level. The amount of time for each game is different on each level. (The time required **START LEVEL** and **SPY LANGUAGE**)

Starting

You may also enter the **SELECT** **BUTTON** or the **UP** (**DOWN**) commands on the **DIRECTION** **KEY** to select between **Playboy**, **Victoria**, or **Player**. You may use the **LEFT** (**RIGHT**) commands on the **DIRECTION** **KEY** to select among the **LEVEL**s.

Once the game is set as you desire, press the **PLAYER** (or **START**) **BUTTON**. They will then see the road screen. At the top, the first part or stage of the roadway will be shown. On many multi-lane roads, a second map will be shown. To the left of the map will be a series of "1" or "2" which indicates whether the first or second lane & map is being shown. Below the map, the level of game play selected (1 or 2) is indicated.

Controls

MOVEMENT: The controls that operate against the two three-dimensional views are the **DIRECTION** **KEY**. Pressing the **UP** commands will move you towards the rear of the road. Pressing the **DOWN** commands will bring you towards the front. Using **LEFT** (**RIGHT**) commands will move you left or right.

CONTROLS (CONTINUED)

OBJECT MANIPULATION: Objects you can interact with on the screen include: furniture, pictures on the walls, road signs, doors, lifts, and musical items, tables, and trees, etc. To manipulate an object, first move within range using the **DIRECTION** **KEY**. It is very important in many cases that you are **FACING** the object first. If you are properly positioned, press the **"A"** **BUTTON**, at this time the **BOX** will open (and in the case of tables, will rotate).

The object being acted upon can be moved or lifted and may reveal one of the hidden items you are looking for. If you are not in range, it will announce a **SCOPE** **ERROR** message in the form of a (small) picture you may find such items as the key, medicine, etc. Messages are sometimes hidden as well. If you try to take an object you are carrying at a point of furniture and find that you can not take the item, it means that another item is already hidden there.

When you find the key, money, passport or other object, a bag will appear in your car's trunk. At the same time, a picture of what you are carrying will appear in the **OBJECT** **VIEW** window. The inventory window is the white rectangle positioned to the right of the screen and just below your key's **POSITION** **INDICATOR** **BAR**. A key can carry only one object at a time (the **KEY**) for a carrying the medicine. With the medicine, the key can carry all of the required objects. The medicine is not consumed in the **SYNTHESIS** window. If you break the medicine chest will appear in your key's trunk and you can carry it about. You can carry single items or the medicine (with or without objects in it) from room to room.

(See the section entitled **HAND TO HAND** **COMBAT** for additional information.)

How to use the techniques

Direction Key

- Use to select "Character", "VS. Opponent" or "VS. PLAYER" before starting game. Use the LEFT and RIGHT buttons.
- Use to select the difficulty level (1 to 5). Use the LEFT/RIGHT buttons.
- Use to select your way in the menu. Use the LEFT/RIGHT buttons to go to the BACK/FRONT of a menu.
- Use the LEFT/RIGHT to move up or right in the menu.
- Use to go up or down a button selection menu (Only when the "B" button has been used to leave the menu.)



Select Button

- Use to exit the title screen.
- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.

B Button

- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
- Use to select and view the "Character" menu.
- Use to select a "New Game" or "Continue" option.

Start Button

- Use to START the game.
- Press during game play to PAUSE the game. (This is good to use when studying the menu.)
- Press again to restart game.

A Button

- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
- Use to select "Character", "VS. Opponent" or "VS. PLAYER" when the menu instead of the Directional Key.
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Game Elements

START, STOP: In this version, you press down the **START** button to start the game and the **STOP** button to stop the game. The **START** button is located on the right side of the controller.



EXAMPLE: When the game starts, you will see a character in a room. The character will move around the room and interact with objects. The character will also be able to talk to other characters in the room. The character will also be able to use items in the room. The character will also be able to use the **START** button to start the game and the **STOP** button to stop the game.



START-TO-END POINT: The control mode starts only when both eyes are in the same room. When this happens, the eye that entered the room first appears on the screen. The eye that was already there, if it is in carrying anything, will be shown a moment later. The object is hidden in the control room. The action of the control mode can occur the first time the eye that appeared remains attached and will use possession of the items that appeared and carrying. Both eyes have the option of attacking, fleeing or avoiding the other eye.

In the control mode, you can use the **START** button to start the game. However, when you start the game, you will see a character in a room. The character will move around the room and interact with objects. The character will also be able to talk to other characters in the room. The character will also be able to use items in the room. The character will also be able to use the **START** button to start the game and the **STOP** button to stop the game. Remember, all control mode is done through the **START** button. Therefore, when you are thinking whether to fight or not.



STARTING THE GAME (CONTINUED)

Each time a egg is hit, the egg is destroyed. When the number of eggs is zero, the game ends. The egg will be destroyed when it is hit. When you press the START BUTTON, a screen will be shown. At this screen, the title is displayed with the name of the game. If all your lives are used, you will disappear from the screen for 30 seconds and you will lose 30 seconds of game time from your egg's count. When you are out of the game for 30 seconds, the other egg is free to continue the game without you.

When your game information gets low, you may be asked to use all a battery tray or battery. The battery tray will be shown and you will return with fully recharged power.

NOTE: Both players start the game with the same amount of time. The time will change from level to level. As a warning that time is running out, the background music will change.

To start the game, press the **START BUTTON**. Press it again to restart.

START MAP: The player starts through the maze of rooms. They may enter any of the two levels. The battery tray is shown on the screen. The battery tray is shown on the screen and the time is shown. At the start of the game, the title of the game must be placed in the appropriate location about the screen. The START BUTTON must be placed in the START POSITION and the START and STOP buttons must be placed either in the START and STOP positions.

Sometimes, a battery tray will be found in the entrance that will be by mistake, usually before the game starts. Both eggs must be ready to start the game.





Setting Booby-Traps

To create a booby-trap from your arsenal press the **"B" BUTTON** as follows:

- **ONCE** to set the **DYNAMITE BOMB**
- **TWICE** to set the **GIANT SPRING**
- **THREE TIMES** to set the **BUCKET OF WATER**
- **FOUR TIMES** to set the **TIME BOMB**



The booby-traps will activate in your trap's vicinity as you press the **"B" BUTTON** and any enemy you were capturing will be automatically freed in that area. When the trap you create is activated, you can carry 4 traps with you at any one time. Remember, you can't set traps and then go back to the **BOOBY TRAP & REPAIRS** shop to buy more to set traps and then to protect yourself from them. For ALL traps, when you are ready to set them or place, simply press the **"B" BUTTON**.

If you change your mind and do not want to set a trap, press the **"B" BUTTON** to the **END** and then **END** once. After the **END** press you will return to the game screen.

WARNING: EXCEPT for the **TIME BOMB**, each of the traps has a destructible, removable trigger throughout the levels. Each trap is placed hidden in the game area of location. For example, the dynamite is set as a projectile from **BOOBY TRAP & REPAIRS** is placed by the trap it should work. Sometimes you cannot touch on the **BOOBY TRAP**. As with traps, sometimes you can be picked up and carried from trap to trap. Sometimes you can walk over and over again, but you must collect them each time you want to use them. Use the **WIND CUTTER** to remove the **SPRINGS** and the **WATER BUCKET** to protect yourself from **DYNAMITE**. Refer to the **BOOBY TRAP & REPAIRS** shop for details.

Booby-Traps & Remedies

| TRAP | TRAP | REMEDY | REMEDY | TRAP | LOCATION |
|------|--|--------|--------|--|----------|
| 1 |  | 1 | 1 |  | 1 |
| 2 |  | 2 | 2 |  | 2 |
| 3 |  | 3 | 3 |  | 3 |
| 4 |  | 4 | 4 |  | 4 |

NOTE: There is only ONE copy of each booby-trap remedy. The red trap is marked with the presence of an **ADDED REMEDY**. You can not avoid all of the booby-traps in the museum. The security guard will see to that!



ADDED REMEDY



KEY



DOLLAR



TRAP

ADDITIONAL REMEDIES: Some of the buildings are not marked right. They may not be marked that they are traps by using the numbers. Please do the traps and other traps with trap doors. Use the "A" BUTTON to OPEN/CLASH TRAP DOORS and TRAP DOORS the **ADDED REMEDY**. Also only the **ADDED REMEDY** is marked on the **ADDED REMEDY** button after **ADDED REMEDY**.

FLIP THE MAPS: By pressing the **"B" BUTTON 8 TIMES**, you can access the embassy's flip map. By reviewing the map you can learn your location and that of the other spy of the building, as well as the locations of reserved rooms and leader traps. There is full map description and that is that because all **7000** **SECRET** are not indicated on the map.



The only map to not show a **TRAP** **SECRET** is located in the center of the map. If a spy enters a room being trapped with a **TRAP** **SECRET**, his face will turn **BLACK**. If that spy does not get out that room in 2 seconds... he will be turned to professional.

In the map mode, a "room" with a small **TRAP** square in the center has a leader trap and a "room" with a small **BLACK** square in the center has at least one of the reserved clients hidden in a **SECRET** (that **CHANGING** can be **SECRET** to **SECRET**). By reviewing the map **SECRET** as this **SECRET** will help you find traps in rooms that have been moved from room to room. The large **SECRET** or **BLACK** squares indicate the location of the **SECRET** and **BLACK** zones.

To access the map and return to the game's action, press the **"B" BUTTON 8 TIMES**. Remember, the other spy can go about his business while you are looking at your map.



Game Levels & Spy Ranking

| LEVEL | MINIMUM TIME | TOP SPY RANKING | TOP 4 SPY RANK | TOP SPY RANK |
|-------|--------------|-----------------|----------------|--------------|
| 1 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 2 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 3 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 4 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 5 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 6 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 7 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |
| 8 | 0:00:00 | 0:00:00 | 0:00:00 | 0:00:00 |

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